

Amendments to the Specification:

Please replace the paragraph beginning at page 67, line 1 with the following rewritten paragraph:

ABSTRACT OF THE DISCLOSURE

A gaming device including a plurality of rounds, games or stages. ~~Each round, game or stage includes at least one outcome such as awards or modifiers. Upon a triggering event, the gaming device initiates a first round, game or stage and generates or determines an outcome for the initiated first round. The determined outcome is provided to or accumulated for the player. Upon the occurrence of a terminating event in the a first round, game or stage, the gaming device initiates a subsequent or second round, game or stage. The subsequent round includes at least one successful outcome and a plurality of probabilities of obtaining the successful outcome. Upon the initiation of the subsequent round, the gaming device selects or determines one of the probabilities of obtaining the successful outcome, wherein the probability of obtaining the successful outcome is selected or determined based on the outcome in the first round. That is, the~~ The outcome the player obtains in one round alters or changes the player's probabilities of obtaining a successful outcome in at least one subsequent round. In one embodiment, the more successful the player is in a first round, game or stage, the more difficult it is for the player to succeed in at least one subsequent round, game or stage. In another embodiment, the more successful the player is in a first round, game or stage, the easier it is for the player to succeed in at least one subsequent round, game or stage.

Please add the following new paragraphs after the paragraph ending on line 10 of page 12:

Figs. 7 is a flow diagram illustrating a sequence of steps in a first round and a second round of a game in one embodiment of the present invention.

Figs. 8A and 8B is a flow diagram illustrating a sequence of steps in a first round and a second round of a game in one embodiment of the present invention.

Figs. 9A and 9B is a flow diagram illustrating a sequence of steps in a first round and a second round of a game in one embodiment of the present invention.

Please add the following new paragraphs after the paragraph ending on line 18 of page 39:

Referring to Fig. 7, for example, in a first round 200 of a multi-round game, a plurality of different outcomes of the first round are selected and displayed 202. The player is enabled to accept or reject the selected outcome selected in the first round game or stage 204. In this embodiment, if the player decides to accept the offer, the selected outcome is provided to the player 210. In the second round 220, one of a plurality of different probabilities of providing a positive outcome is selected based on the selected outcome of the first round 224. The gaming device determines whether to provide the player the positive outcome in the second round based on the selected probability of providing the positive outcome 226.

Please add the following new paragraphs after the paragraph ending on line 14 of page 40:

Referring now to Figs. 8A and 8B, in an embodiment, a processor is operable with the display device to enable a player to play a first round 300 and a second round 320. In an embodiment, the first round and second round are played upon the occurrence of a triggering event associated with a primary wagering game. In Fig. 8A, a plurality of values are provided in the first round 302. Each value is associated with a

probability. In the first round, one of the plurality of values is selected 304, and a determination is made whether to provide the selected value to the player 306. Whether the selected value is provided to the player is based on the probability associated with the selected value. If it is determined to provide the selected value to the player, the selected value is provided to the player 310. If a terminating event does not occur in the first round 312, another selection of one of the plurality of values takes place 304 and steps 306, 308 and 310 are repeated until the occurrence of a terminating event.

As illustrated in Fig. 8B, the gaming device also includes a second round 320. The second round includes a modifier and a plurality of probabilities of obtaining the modifier of the second round. After the occurrence of the terminating event of the first round 300, the player is enabled to play the second round 320. One of the probabilities of obtaining the modifier of the second round is selected 324. The probability of obtaining the modifier is selected based on the number of provided values of the first round. It is then determined whether the player obtains the modifier 326. The determination is based on the selected probability of obtaining the modifier. If the determination is such that the player obtains the modifier, the modifier is applied to any provided values of the first round to form a modified value of the second round 228, and the modified value is provided to the player 330.

In one embodiment, the higher the number of provided values of the first round, the lower the probability of obtaining the modifier of the second round. Alternatively, the higher the number of provided values of the first round, the higher the probability of obtaining the modifier of the second round.

Referring now to Figs. 9A and 9B, in an embodiment, a processor is operable with the display device to enable a player to play a first round 400 and a second round 420. In an embodiment, the first round and second round are played upon the occurrence of a triggering event associated with a primary wagering game. In Fig. 9A, a plurality of values and a plurality of selections are provided in the first round 402. Each value is associated with a probability. In the first round, one of the plurality of values is selected 404 and associated with at least one of the selections 406. The number of

selections associated with the selected value is based on the probability associated with the selected value.

It should be appreciated that the gaming device can also include a plurality of opportunities of the first round, wherein each opportunity is associated with a probability of obtaining one of the values. One of the opportunities of the first round can be selected and one of the values can be selected for the selected opportunity. The number of selections associated with the selected value can be based on the probability associated with the selected opportunity.

In the embodiment illustrated in Figs. 9A and 9B, the player is enabled to pick one of the selections in the first round 408. If the selected value is associated with the player-picked selection, the selected value is revealed 410. If a terminating event does not occur in the first round 412, another selection of one of the plurality of values takes place 404, and steps 406, 408 and 410 are repeated until the occurrence of a terminating event.

As illustrated in Fig. 9B, the gaming device also includes a second round 420. The second round includes a modifier and a plurality of probabilities of obtaining the modifier of the second round. After the occurrence of the terminating event of the first round 400, the player is enabled to play the second round 420. One of the probabilities of obtaining the modifier of the second round is selected 424. The probability of obtaining the modifier of the second round is selected based on the number of revealed values of the first round. The modifier is associated with at least one of the selections. The number of selections associated with the modifier is based on the selected probability of obtaining the modifier in the second round. The player is enabled to pick one of the selections 427, and the modifier is revealed if the modifier is associated with the player-picked selection 428. If the modifier is associated with the player-picked selection, the modifier is applied to any revealed values of the first round to form a modified value of the second round 429, and the modified value is provided to the player 430. If the modifier is not associated with the player-picked selection, any revealed values of the first round are provided 432.

In an embodiment, the higher the number of revealed values of the first round, the lower the probability of obtaining the modifier of the second round.

In an embodiment, the gaming device includes a plurality of terminators. The processor is operable to provide the player one of the terminators in the first round if the player's picked selection is not associated with the selected value. The terminating event occurs when the player is provided a designated number of terminators.